
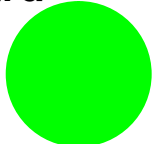


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			 	
Fairly standard style. May be aggressive.		<b>Lead</b>	<b>In Partner's Suit</b>			
Responses: new suit = F if you pass or X; NF if you bid.	<b>Suit</b>	2 <sup>nd</sup> or 4 <sup>th</sup> (low from doubleton)	same			
Cue = sound raise, 3 <sup>(+)</sup> support. Jump cue=4 <sup>+</sup> support.	<b>NT</b>	2 <sup>nd</sup> or 4 <sup>th</sup> (low from doubleton)	same			
NT bids = nat, NF. Jump new suit = fit showing.	<b>Subsequent</b>	Reverse original count	Reverse original count	<b>CATEGORY:</b>	Natural - Green	
<b>Re-open:</b> Much the same.	<b>Other:</b> Ace lead asks for attitude, king asks for count or unblock.			<b>NCBO:</b>	Australia <b>EVENTS:</b> Zone 7 CHCH 2007	
<b>1NT OVERCALLS (2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening)</b>				<b>PLAYERS:</b>	Bruce Neill - Richard Jedrychowski <small>Rev: 18/04/07</small>	
15-18 direct, 11-14 reopening.	<b>LEADS</b>			<b>SYSTEM SUMMARY</b>		
Responses as to opening 1NT except	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>		
transfer into your major is weakish 3 suited.	<b>Ace</b>	Asks for attitude	same	Standard, strong NT, 5 card majors.		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	<b>King</b>	Asks for count or unblock	same	Frequent fit showing jump shifts.		
<b>1-suit:</b> 2M/3x=weak (direct) / intermediate (reopening).	<b>Queen</b>	Maybe KQ or QJ holding	same			
<b>2-suit:</b> 2♦ / 2NT = 55 lowest unbid suits (direct only).	<b>Jack</b>	Denies A, K or Q	same			
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>	<b>10</b>					
(1m)2m=5♠ 5<other>. (1M)2M=5OM 5m. Wide strength.	<b>9</b>					
2NT resp=asks for other suit.	<b>Hi-x</b>	2 <sup>nd</sup> or 4 <sup>th</sup> best	same			
New suit=NF (3x= nat, 2x=P/C).	<b>Lo-x</b>	2 <sup>nd</sup> or 4 <sup>th</sup> best	same	<b>1NT Opening:</b> 1NT = 15-17, 5M common. May be 14 or offshape.		
	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>2 OVER 1 Response:</b> All GF over 1M. 1M-2♣ artificial, 3 way.		
Over 1x/weak 2x, 3x=stopper ask. (2♣ Prec: 3♣=♥+♠.)		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	<b>Suit</b>	1 lo=ENCRG	"Smith" signal	1 <sup>st</sup> discard: odd=ENC, E=S/P	2♦ multi: weak with a 6 card major, or 22-24 balanced.	
X of weak NT = PEN. Then 2♣ adv=asks Xer to pick suit.		2 lo=E original	lo=E original	lo=ENCRG	2♥ & 2♠ weak two suited, including suit opened.	
X of strong NT = 4M, 5 <sup>+</sup> m (or v. strong). Then 2x=P/C.		3 S/P	S/P	lo=E original	After we open 1-suit and you overcall, our 2-new-suit = NF.	
2♣ = 4 <sup>+</sup> ♥4 <sup>+</sup> ♠. Then 2♦ = pick a major.	<b>NT</b>	1 lo=ENCRG	"Smith" signal	1 <sup>st</sup> discard: odd=ENC, E=S/P		
2♦=long suit somewhere. 2M=5 <sup>(+)</sup> M 4 <sup>+</sup> m. 2NT=str 2 suiter.		2 lo=E original	lo=E original	lo=ENCRG		
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		3 S/P	S/P	lo=E original		
X = T/O (except 2♦ multi: X = TO of ♠)	<b>Signals (including Trumps):</b> Smith: low at trick 2=encourages suit led.					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>DOUBLES</b>					
Jumps: 2M = intermediate, 3x = weak.	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>					
X = 4 <sup>+</sup> bid suit, 4 <sup>+</sup> non-touching suit.	Either support for 2 <sup>(+)</sup> suits (esp majors) or strong.					
Min NT bid = 4 <sup>+</sup> next suit above bid suit, 4 <sup>+</sup> next suit below.	Minimum equal level conversion.					
Non-jump suit bids = 4 <sup>+</sup> bid suit, 4 <sup>+</sup> next suit.	Over partner's X of their 2M opening, 2NT = pick a minor, ...				<b>SPECIAL FORCING PASS SEQUENCES</b>	
Over all 2 suiters: jump 2NT=F1, ask.	... or weak with ♦ (or ♥ over 2♠ X), or FG with 4OM.				At high level, pass often F at unfav vul; pass-then-pull = slam try.	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES</b>					
XX = penalty oriented, others = unchanged.					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
	low level XX may = rescue.				HCP ranges shown on this card are best indication of meaning	
	1NT (X) XX = puppet to 2♣. Usually 1 suited. (If X=ART, XX=PEN.)				but we may vary HCP depending on hand quality & context.	
	(1NT strong) X = 4 card major, 5 <sup>(+)</sup> minor.				<b>PSYCHICS:</b>	
					In 3rd seat we may depart from opening bid requirements to	
					suggest a lead or obstruct opponents.	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣		3	4♥	11-23, 3 <sup>+</sup> ♣.	1♦ = 3 <sup>+</sup> ♦, F1. 1M = 4 <sup>+</sup> , F1. 1NT = 10-11 balanced. 2♣ = 5-9, 4 <sup>+</sup> ♣. 2♦/2♥/2♠ = 6-10, NF, 5 <sup>+</sup> suit, 4 <sup>+</sup> ♣. 2NT = GF, 4 <sup>+</sup> ♣. 3♣ = 10-12, 5 <sup>+</sup> ♣. 3♦/3♥/3♠ = splinter, GF, 5 <sup>+</sup> ♣.	Over 1♣-1x, 1NT: 2♣ = puppet to 2♦; either any invite, or to play 2♦. 2♦ = artificial FG. 2NT = puppet to 3♣. Over 1♣-2NT, 3♦/3♥/3♠ = splinter. Opener's 1M rebid may be balanced. 4 <sup>th</sup> suit = FG.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1♦		3	4♥	11-21, 4 <sup>+</sup> ♦ (or 4:4:3:2).	1M = 4 <sup>+</sup> , F1. 1NT = 6-10 balanced. 2♣ = 10 <sup>+</sup> , 3 <sup>+</sup> ♣. 2♦ = 5-9, 4 <sup>+</sup> ♦. 2♥/2♠/3♣ = 6-10, NF, 5 <sup>+</sup> suit, 4 <sup>+</sup> ♦. 2NT = GF, 4 <sup>+</sup> ♦. 3♦ = 10-12, 5 <sup>+</sup> ♦. 3♥/3♠ = splinter, GF, 5 <sup>+</sup> ♦.	As after 1♣.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1♥		5	4♦	11-21, 5 <sup>+</sup> ♥.	1NT = NF: 6-11, or 0-5 with 3♥. 2♣ = FG, artificial: ♣ suit, balanced, or ♥ raise. Jump shifts = fit-showing: 5 suit, 3♥, forcing to 3♥. 2NT = invitational ♥ raise, forcing to 3♥.	2-over-1 responses forcing to 2NT. Opener's rebid of 2NT or above = extra strength, FG.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1♠		5	4♥	11-21, 5 <sup>+</sup> ♠.	As after 1♥.	As after 1♥.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1NT			4♥	15-17 BAL. (Maybe 14 with long suit.) Maybe 5M or 6m or 5422. Maybe singleton A or K.	2♣ = Simple Stayman. 2♦ = transfer, 5 <sup>+</sup> ♥. 2♥ = transfer, 5 <sup>+</sup> ♠. 2♠ = range probe (balanced, no M); or transfer, 6 <sup>+</sup> ♣. 2NT = transfer, 6 <sup>+</sup> ♦. 3♣/♦/♥/♠ = art splinter, FG.	2♠ = relay after 1NT-2♣; 2♦/2♥.	Same.
2♣	Y	0	4♦	Game force.	2♦ = 0-7 any. Others = 8 <sup>+</sup> .		Same.
2♦	Y	0	4♠	Multi. Weak 6 <sup>(+)</sup> ♥ / 6 <sup>(+)</sup> ♠; or 22-24.	2NT = ask. 2M / 3M = pass/correct. 3m = F1. 4♣ = asks opener to transfer into his major. 4♦ = asks opener to bid his major. 4M = natural.	ART after 2NT. Others nat.	Same.
2♥	Y	5	pen	2 suited : 5♥+5 other. 6-10(1 <sup>st</sup> /2 <sup>nd</sup> )	2NT = asks longer minor. Others = nat, NF.	After 2♥-2NT; 3m: 3♥ = INV, new suits = F.	3rd: 0-12 nv, 5-12v; 4 <sup>th</sup> 10-14,55.
2♠	Y	5	pen	2 suited : 5♠+5 other. 6-10(1 <sup>st</sup> /2 <sup>nd</sup> )	2NT = asks longer minor. Others = nat, NF.	After 2♠-2NT; 3m: 3♠ = INV, new suits = F.	3rd: 0-12 nv, 5-12v; 4 <sup>th</sup> 10-14,55.
2NT			pen	20-21 balanced or semi-balanced.	3♣ = Puppet Stayman. 3♦ / 3♥ = trf. 3♠ = minors.	<b>HIGH LEVEL BIDDING</b>	
3♣		6	pen	Natural.		RKCB 1430.	
3♦		6	pen	Natural.		Control bids at 4 level may = 1st or 2nd controls.	
3♥		6	pen	Natural.		After major agreed at 3 level, 3NT denies serious slam interest, allows partner to cue.	
3♠		6	pen	Natural.			
3NT	Y		pen	Solid minor, no A/K outside.	4♣ / 5m = P/C. 4♦ = ask for singleton (4NT=none).		
4m		7	pen	Natural.	Natural.		
4M		6	pen	Natural.	Cue suit below needed control.		